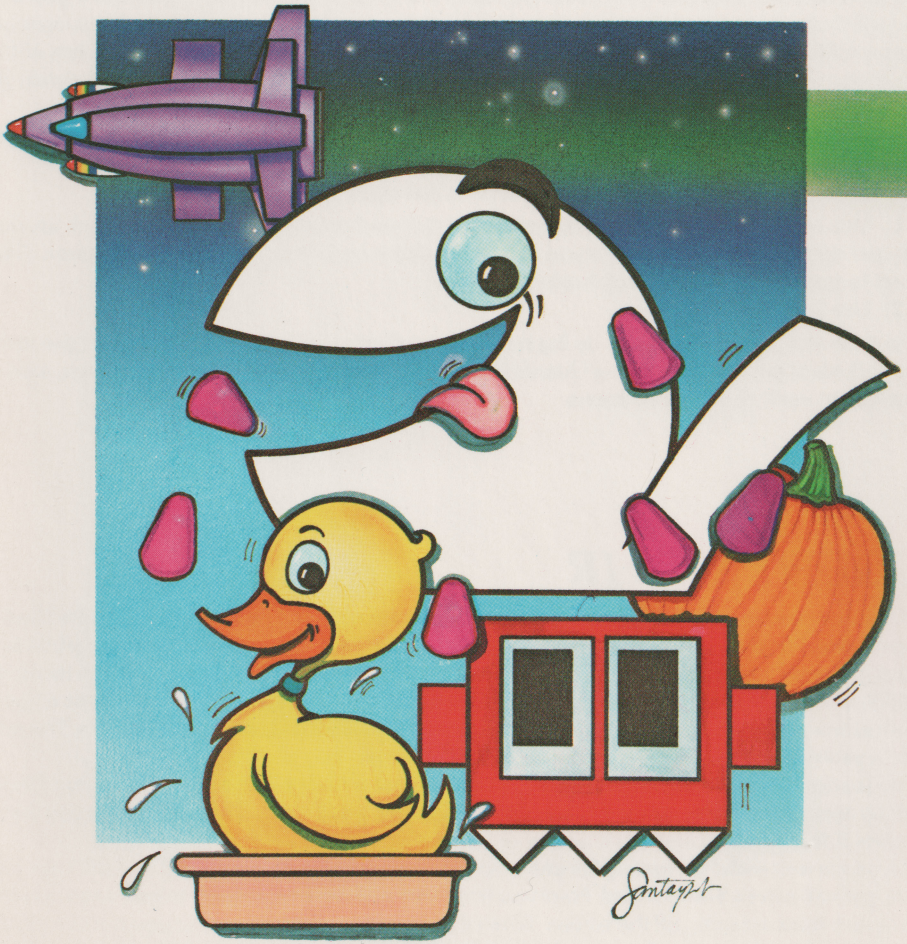
SNACK ATTACK and Friends



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SNACK ATTACK &

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SNACK ATTACK

You've got it again! First, that empty feeling, then the pangs, finally you hear it... grrrrrr... you are having a Snack Attack. Your only hope for relief is to gobble up as many gumdrops as you can grab away from the greedy Gumdrop Guards!

The Gumdrop Guards control three mazes stocked full of gumdrops. To advance from one maze to the next you must eat all the gumdrops in your maze. But beware. In your normal state, contact with any of the four colored Guards will cause you to explode.

Each of the mazes contains special doorways, magic stars, and pop up desserts. You may pass through the vertical green doorways, but the Guards cannot. However the Guards can pass through the horizontal purple doorways, but you can't.

At random times a special dessert will pop up in the maze. If you can get to it before it goes away, you will find it especially delicious and rewarding. Eating any of the four magic stars in a maze gives extra vitality, so that for a short period of time you can actually eat the Guards! Once eaten, all that's left of the Guards is their feet which scurry into a regeneration chamber where they slowly grow new bodies.

As you start the game you have three snackers available. Additional snackers become available once you have reached 1000, 2000, and 4000 points.

To control the Snacker's movement you have two options:

1. You can use the keys shown in the lower right hand corner of the screen to move up, down, left and right. The set of four keys you can use changes each time you boot up the game. (This is done to prolong the life of your keyboard).

2. Use a joystick.

To excel as a Snacker and rack up big scores, you will want to develop various strategies around the individual personalities of the Guards and arrangement of the pathways, doorways, stars and desserts in each of the three mazes.

COUNTY FAIR

At bottom screen you'll see your supply of bullets and your gun. The rest of the screen is filled with four rows of hopping, flying, spinning and bouncing targets. Use your Joystick or Paddle to aim your gun, and button 0 to fire. Or, you can press "B" to move left, "N" to stop, "M" to move right, and <space bar> to fire. Here is a tip. Watch out for those wild ducks. They're sneaky as all get out, and will swoop down from the bottom row to feast themselves on your supply of bullets. The rabbits are a problem, too . . . for they do what rabbits do best, they multiply fast!

You can get extra ammunition if you hit the special line of bullets with a + (plus) in front of them... which appear randomly below the tree area. That's the good news. The bad news is you can lose bullets if that random line starts with a — (minus) sign!

If you are successful in clearing the entire screen (including the moving trees) and still have bullets left, you will enter a bonus round. Here you must hit a wild duck repeatedly to gain extra points and to keep it from escaping off the screen. When the duck flies off the screen, or you run out of bullets, a new, advanced round will appear. It will move faster so your reactions will be tested to the limit.

FRIENDS

SPACE CADETTE

This simulator can be used by one cadette alone, or by two cadettes simultaneously.

When two cadettes are battling simultaneously, each should treat the other as an alien opponent.

Each cadette starts with 11 ships and earns an extra ship for each 100 points. He can amass up to 16 ships at any one time.

All ships enter through any of the dotted white doors surrounding the battle zone. Once inside they can fire torpedoes. Cadette controlled ships leave force shields and fire torpedoes of their own color. Torpedoes pass through force shields of the same color, but explode when they hit a force shield of a different color.

The number of torpedoes available is always indicated beneath each cadette's score. Each time a cadette fires, a marker is removed from beneath the score, but is replaced in time. If a cadette fires faster than the torpedoes are replaced, he may deplete his supply of torpedoes. Should this occur, firing can only take place at the replenishment speed.

When torpedoes of different colors collide, they both explode.

Points are awarded for destroying other ships. Each type of ship has a different point value.

When two cadettes are competing, the cadette who has obtained the most points when both are out of ships is considered to have demonstrated the greater skill.

The winning score is flashed at the end of the simulation.

Strategy is crucial. Plan to build areas dominated by your color of force shields, and fire from within that zone where you are safe from enemy torpedoes.

The level of difficulty increases as the simulation progresses.

CONTROLS

Control O*	Starts single cadette training
Control T	Starts two cadette training
Control S	Toggles sound on/off
Control C	Changes starting difficulty level and/or keys used to control the ship
Esc Key	Stop/resume action

The following Keys control and fire your ship. They may be changed by typing Control C.

Single Cadette

UP	Q
DOWN	A
LEFT	. (the period)
RIGHT	/
FIRE	Space Bar

Two Cadette Competition

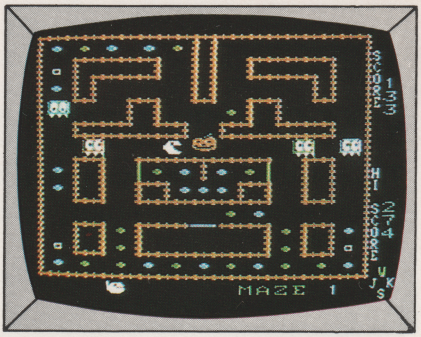
LEFT SIDE		RIGHT SIDE	
UP	Q	UP	P
DOWN	A	DOWN	; (semi colon)
LEFT	S	LEFT	←
RIGHT	D	RIGHT	→
FIRE	Z	FIRE	/

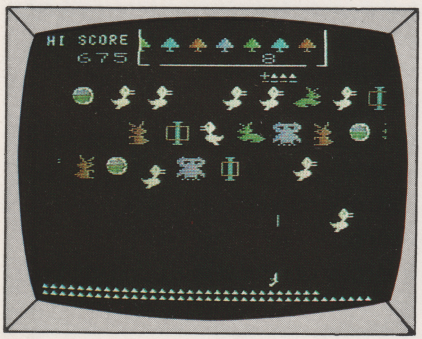
***<control> 0** means to press the "0" Key while holding down the control Key

Fun For The Whole Family!

SNACK ATTACK

- 1983 Electronic Games Magazine — Best Solitaire Computer Game Of The Year
- Softalk's Top Thirty List — 15 Months Running
- Best Selling Personal Computer Maze Game Of All Time



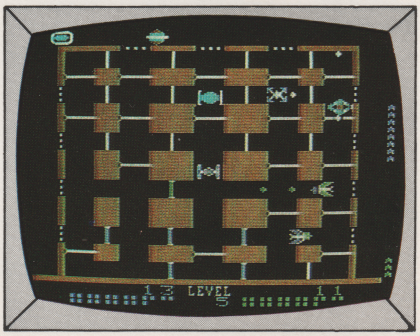


COUNTY FAIR

- Colorful Shooting Gallery — Loads Of Fun For All Ages
- Complete With Swooping Ducks & Multiplying Rabbits
- Special Bonus Rounds

SPACE CADETTE

- Fast Paced, Action Packed Space Game
- Special Simultaneous Two Player Mode — Pits Human Against Human Against Aliens
- Multiple Levels Of Play



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